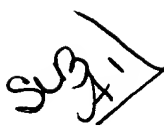


CLAIMS

I Claim:

 Claim 1/- A method for gaming, the steps including:
making a wager to enable the gaming device,
evoking chance means to produce a plurality of outcomes
concurrently,
displaying the plurality of outcomes,
comparing each of the plurality of outcomes to an ultimate winning
outcome,
triggering a subsequent event if any of the plurality of outcomes
matches the ultimate winning outcome,
determining whether, if none of the plurality of outcomes matches the
ultimate winning outcome, any of the plurality of outcomes matches an
intermediate winning outcome,
awarding credits if any of the plurality of outcomes matches an
intermediate winning outcome,
continuing to evoke chance means to produce subsequent pluralities of
outcomes until said ultimate winning outcome is produced or until said subsequent
outcomes are no longer possible, and

Sub 1

saving the current set of said outcomes and said subsequent outcomes on encoded moveable media, said encoded moveable media dispensed to the player for later use.

Claim 2 - The method of claim 1 wherein said chance means produce randomly-generated numbers corresponding to a randomly-numbered playfield oriented in a row-and-column (RXC) matrix in which said ultimate winning outcome consists of matching all of said randomly-generated numbers to said randomly-numbered playfield.

Sub 138 Claim 3 - The method of claim 2 wherein a plurality of said intermediate winning outcomes are possible by matching a subset of the numbers in said randomly-numbered playfield to said randomly-generated numbers.

Claim 4 - The method of claim 1 wherein said subsequent event is comprised of the awarding of credits.

Claim 5 - The method of claim 1 wherein said subsequent event is comprised of the awarding of a plurality of complimentary items other than credits.

Claim 6 - The method of claim 1 wherein said subsequent event is comprised of a subsequent gaming event.

Claim 7 - The method of claim 1 wherein said subsequent event comprises:
awarding credits, and
engaging in a subsequent gaming event.

Claim 8 - The method of claim 7 wherein said subsequent gaming event comprises:

allowing a player to select a subset of outcomes from a set of possible outcomes,

generating outcomes,

comparing the selected subset of outcomes with the generated outcomes, and

awarding credits according to a payable for matches between the selected subset of outcomes and the generated outcomes.

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Claim 9 - The method of claim 7 wherein said subsequent gaming event comprises means for simulating a racing event.

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Claim 10 - The method of claim 2 wherein said subsequent event comprises:

awarding credits, and

engaging in a subsequent gaming event.

Claim 11 - The method of claim 10 wherein said subsequent gaming event comprises:

allowing a player to select a subset of outcomes from a set of possible outcomes,

generating outcomes,

comparing the selected subset of outcomes with the generated outcomes, and

awarding credits according to a payable for matches between the selected subset of outcomes and the generated outcomes.

Claim 12 - The method of claim 10 wherein said subsequent gaming event comprises means for simulating a racing event.

Claim 13 - The method of claim 3 wherein said subsequent event comprises:

awarding credits, and

engaging in a subsequent gaming event.

Claim 14 - The method of claim 13 wherein said subsequent gaming event comprises:

allowing a player to select a subset of outcomes from a set of possible outcomes,

generating outcomes,

comparing the selected subset of outcomes with the generated outcomes, and

awarding credits according to a payable for matches between the selected subset of outcomes and the generated outcomes.

Claim 15 - The method of claim 13 wherein said subsequent gaming event comprises means for simulating a racing event.

Claim 16 - The method of claim 1 wherein only a single player is involved.

Claim 17 - The method of claim 1 wherein a plurality of players may participate in concurrent gaming sessions in competition with each other.

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Claim 18 - The method of claim 2 wherein said RXC matrix is three dimensional.

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Claim 19 - A gaming device, comprising, in combination:

a display,

a processor operatively coupled to said display, including random output means appearing on said display, resulting in a plurality of outcomes,

means for comparing each of said plurality of outcomes to a set of winning outcomes, said set of winning outcomes including an ultimate winning outcome and a plurality of intermediate winning outcomes,

award means evoked if any of said plurality of outcomes matches one of said winning outcomes, including means to trigger a subsequent gaming event if any of said plurality of outcomes matches said ultimate winning outcome,

continuance means for generating subsequent pluralities of outcomes,
and

saving means to store the state of play on encoded moveable media,
including means to dispense said encoded moveable media for use at a later time.

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